

REMARKS

Claims 3, 8, 10, 11, 15 and 25 have been amended. Claims 1, 2, 4-7, 9, 12-14, and 16-17 have been canceled in this paper. Claims 27 and 28 have been added. The application now contains claims 3, 8-11, 15 and 25-28. Applicant reserves the right to pursue the original claims and other claims in this and other applications.

In the prior Office Action, claims 1-17 and 20-24 were rejected under 35 U.S.C. § 103(a) as being unpatentable over Kume in view of Collins, and Sparks II in view of Yamano. Applicant submits the following remarks regarding these references and the newly added and amended claims.

Kume discloses that "a player request unit outputs a player request to the server and receives information about play partners from the server" (see Abstract) and that the play partner is "an opposing player" (see Kume claim 4), not a participant who "wants to participate in a game team for executing a common game task" as recited in claims 27 and 28.

Applicant respectfully submits that Kume fails to disclose "an online game-participant organizing method executable on a server with which a plurality of terminals are connectable via a network, said method comprising the steps of: registering on a database of the server data items personal to the participants sent via the network from the terminals in response to the participants' operations, respectively; upon receipt of a request for a game team organization with a specific item with which the participant wants to participate in a game team for executing a common game task from a terminal in response to the participant's operation through the network, searching on the database participants registered with the item common to said specific item and then connecting their terminals to the network; selecting the terminals of the

participants among the participants registered with the item common to said specific item and organizing a game team with the selected participants; and transmitting to the terminals of the organized participants common control information so as to share information among the organized participants for carrying out the game for a common task in corporation" of the claim 27 invention. Moreover, Applicant respectfully submits that Kume fails to disclose the claim 28 server.

Collins discloses a computerized on-line dating service for searching and matching people by a percentage match parameter value (see Abstract).

However, Applicant respectfully submits that Collins fails to disclose "an online game-participant organizing method executable on a server with which a plurality of terminals are connectable via a network, said method comprising the steps of: registering on a database of the server data items personal to the participants sent via the network from the terminals in response to the participants' operations, respectively; upon receipt of a request for a game team organization with a specific item with which the participant wants to participate in a game team for executing a common game task from a terminal in response to the participant's operation through the network, searching on the database participants registered with the item common to said specific item and then connecting their terminals to the network; selecting the terminals of the participants among the participants registered with the item common to said specific item and organizing a game team with the selected participants; and transmitting to the terminals of the organized participants common control information so as to share information among the organized participants for carrying out the game for a common task in corporation" of the claim 27 invention. Moreover, Applicant respectfully submits that Collins fails to disclose the claim 28 server.

Sparks II discloses that "[a] multiplayer game system is implemented over the WWW using a plurality of game servers dynamically linked to and controlled by a WWW server. The WWW server dynamically links game players who log on to a web site hosted by the WWW server as a function of game playing statistics for each game player which are stored in the WWW server. The game servers generate the game player statistics for each player during and/or after game play and upload the game player statistics to the WWW server. The WWW server matches game players to appropriate games currently being played on the game servers based on the skill level required by the game and the corresponding skill levels of other current players of that game as represented by the game player statistics stored by the WWW server and dynamically generates links for the game player to the appropriate games. The user can then select which game to play by choosing one of the dynamically generated links." (see Abstract).

However, Sparks II fails to disclose "an online game-participant organizing method executable on a server with which a plurality of terminals are connectable via a network, said method comprising the steps of: registering on a database of the server data items personal to the participants sent via the network from the terminals in response to the participants' operations, respectively; upon receipt of a request for a game team organization with a specific item with which the participant wants to participate in a game team for executing a common game task from a terminal in response to the participant's operation through the network, searching on the database participants registered with the item common to said specific item and then connecting their terminals to the network; selecting the terminals of the participants among the participants registered with the item common to said specific item and organizing a game team with the selected participants; and transmitting to the terminals of the organized participants common control information so as to share information among

the organized participants for carrying out the game for a common task in corporation” of the claim 27 invention. Moreover, Applicant respectfully submits that Sparks II fails to disclose the claim 28 server.

Yamano discloses an education intermediary system and method. Yamano was filed on October 12, 2000 after March 30, 2000 of the priority date of the present patent application. Applicant will perfect a convention priority claim by filing an English language translation of the priority document in the near future.

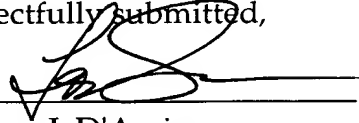
Moreover, Applicant respectfully submits that Yamano fails to disclose "an online game-participant organizing method executable on a server with which a plurality of terminals are connectable via a network, said method comprising the steps of: registering on a database of the server data items personal to the participants sent via the network from the terminals in response to the participants' operations, respectively; upon receipt of a request for a game team organization with a specific item with which the participant wants to participate in a game team for executing a common game task from a terminal in response to the participant's operation through the network, searching on the database participants registered with the item common to said specific item and then connecting their terminals to the network; selecting the terminals of the participants among the participants registered with the item common to said specific item and organizing a game team with the selected participants; and transmitting to the terminals of the organized participants common control information so as to share information among the organized participants for carrying out the game for a common task in corporation” of the claim 27 invention. Applicant also respectfully submits that Yamano fails to disclose the claim 28 server.

As described above, all of the cited references, even if considered in combination, fail to disclose the subject matter of the claimed inventions.

Allowance of the application is respectfully solicited.

Dated: July 22, 2005

Respectfully submitted,

By 

Thomas J. D'Amico

Registration No.: 28,371

Gianni Minutoli

Registration No.: 41,198

DICKSTEIN SHAPIRO MORIN &

OSHINSKY LLP

2101 L Street NW

Washington, DC 20037-1526

(202) 785-9700

Attorneys for Applicant